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itle: METHOD FOR GENERATING AND CONSUMING 3-D AUDIO SCENE WITH EXTENDED

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Docket No.: 51876P839

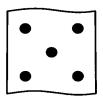
FIG. 1A

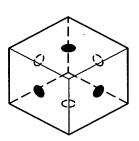
FIG. 1B



FIG. 1C

FIG. 1D





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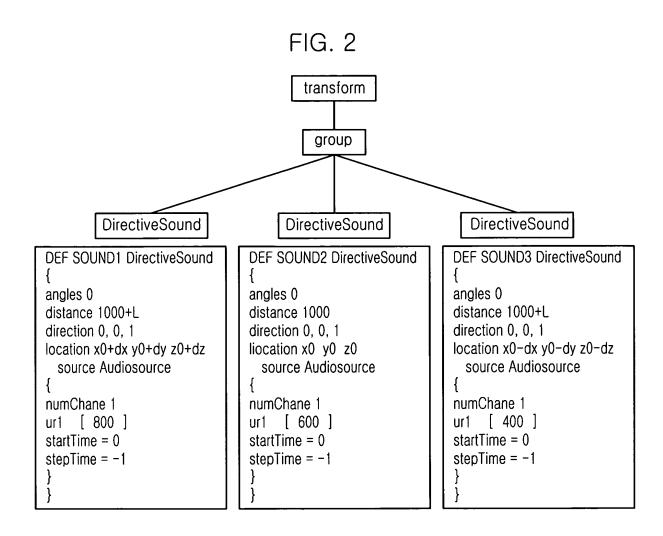
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Docket No.: 51876P839

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heet: 3 of 4

Docket No.: 51876P839

10/531632

FIG. 3

DirectiveSound {

}

Field	MFFloat	angles	0
Field	MFFloat	directivity	1
Field	MFFloat	frequency	[]
Field	SFFloat	speedOfSound	340
Field	SFFloat	distance	100
Field	SFBool	useAirabs	FALSE
exposedField	SFVec3f	direction	0, 0, 1
exposedField	SFFloat	intensity	1
exposedField	SFVec3f	location	0, 0, 0
exposedField	SFVec3f	sourceDimensions	0, 0, 0
exposedField	SFNode	PerceptualParameters	NULL
exposedField	SFBool	RoomEffect	FALSE
exposedField	SFBool	Spatialize	TRUE

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Docket No.: 51876P839

FIG. 4

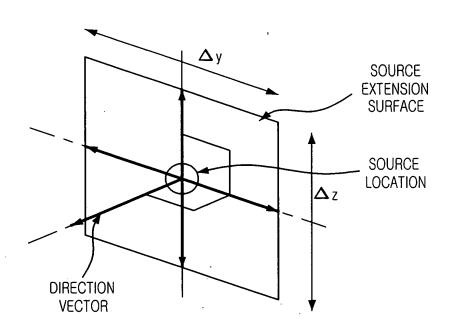


FIG. 5A

FIG. 5B

FIG. 5C

